Moderately difficult Eurovan blender door fix.

As many people know, the Eurovans as well as other VW's from that time period have a design flaw in the blender box, where the air from the heater and air conditioner gets directed to the various vents in the dashboard. Over time the foam on the two blend doors comes off, exposing the 20 holes in these metal doors. This makes the distribution of hot and cold air problematic and makes the heater and air conditioner not function properly. To do the repair, these holes need to be covered with either aluminum HVAC tape, or with special plugs that can be sealed into the holes. This 3D-printed plug set is made for MK4 VW Jetta's, but works with Eurovans as well. The plug set can be purchased from a small company called Digi Sport Performance on eBay HERE for $20 plus tax and shipping. Their recommended sealant is Reinzosil (part #176404A2) made by Victor Reinz.

So far there seem to be 2 ways that people access the blender doors:
1: Take off the entire dashboard, and get easy access the blender box. This is the best method, since the blender box could be entirely taken out and cleaned, and the blender doors can be easily covered. This method also has the advantage that the heater core can be replaced, if it's malfunctioning, and other areas of foam and weather stripping can be replaced. A big project, that involves getting off the steering wheel and airbag, which might be a challenge that not everyone is up to.
2: Take off the bottom parts of the center console, and access the blender box from the bottom vent. You can go into the blender box with one hand, and try to tape over the holes without being able to see what you're doing. The rear door will be the big challenge. It's worked for some people with very small hands.

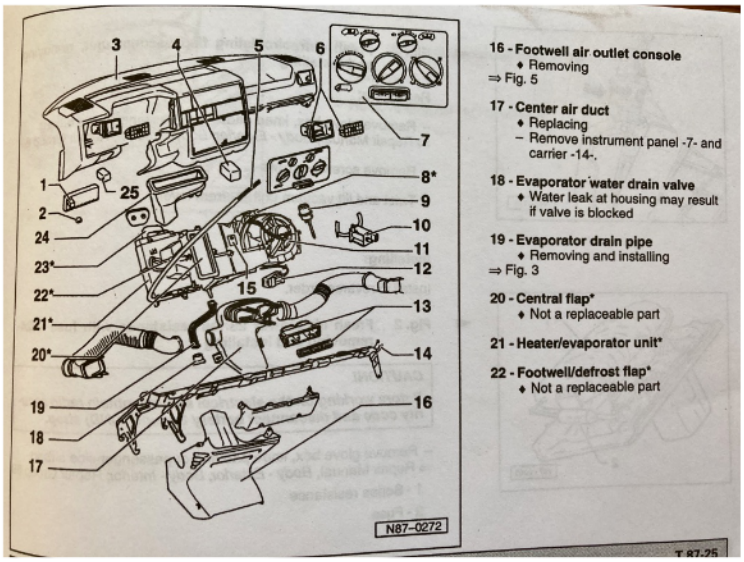
And then there's the "in between" method, where the dash stays in place, but the radio and heater controls are removed, and the Center Air Duct behind it is disconnected from the blender box, and moved to the side. This way you can access the blender doors from the front, plugging (or taping) the holes from the front, with one hand (yes, your hand will be scratched up).

This is how I did it:

- Purchase a set of 3D printed DSP blender door plugs (you don't need the 4 oval shaped ones, they are for VW Jettas and Passats), Reinzosil sealant and self-stick automotive weather seal stripping, about 9/16" wide.

Reinzosil, weatherstripping and plug set. No need for the 4 oval ones on the right.

- Take a look at this picture in the Bentley manual. #17 is the Center Air Duct that will come off the opening to the blender box (#20), to gain access to the blender doors.



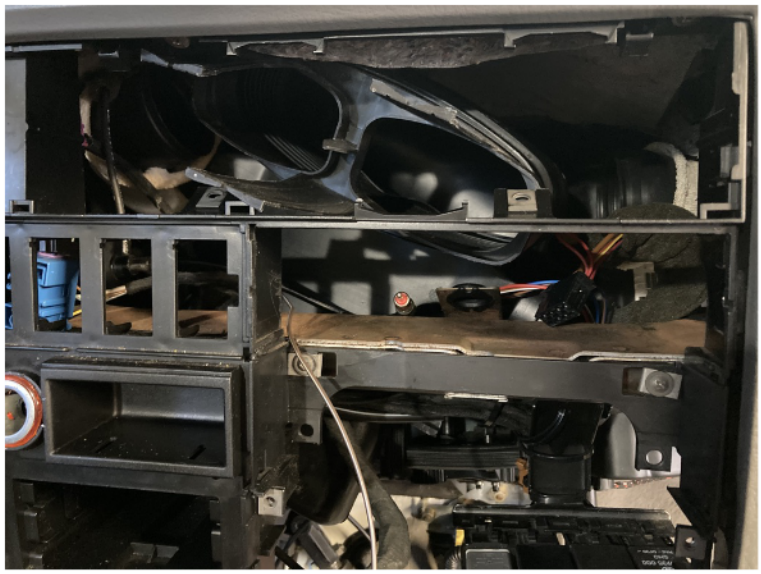
- Remove the bottom console (cupholders, tray) and #16, the Footwell air outlet console behind/above it.
- Remove the radio, heater controls and upper vent in the center console. The fronts of these units and the top vents just pop off with a screwdriver. There are 3 cables that operate the blender doors. Mark them and remove them, detach the electrical connectors and remove heater control switches.
- Remove the knee padding under the passenger airbag. To do so, you need to pop off the grey plastic cover to the right side of it, by the passenger door. There are three nuts to remove. Also remove the bracket on the left side that attaches the knee padding compartment to the metal frame above it.
- Locate the 2 plastic nuts on the left and right side of the Center Air duct. Take off these nuts.

Remove this bracket

Nut on Left (driver) side

Nut on Right (pass.) side

- The Center Air Duct can now come off the blender box. Detach it from the 2 ducts that feed air to the left and right air vents of the dash. Move the Center Air Duct to the left side, it won't come out of the dash, unfortunately. Now you can access the blender box from the front, with one hand.



The Center Air Duct moved to the left side.

- Take a look at the picture below (thanks internet), which gives an idea of the location of the holes in the blender doors. The door in the back has 7 small holes on the left side, and 4 small holes and 6 medium holes on the right side. The door on the front (left from the opening) has 3 big holes. You need to go in and feel how it's all located, and practice first. You might need to remove all foam that's still attached, and clean it all out with a vacuum cleaner.

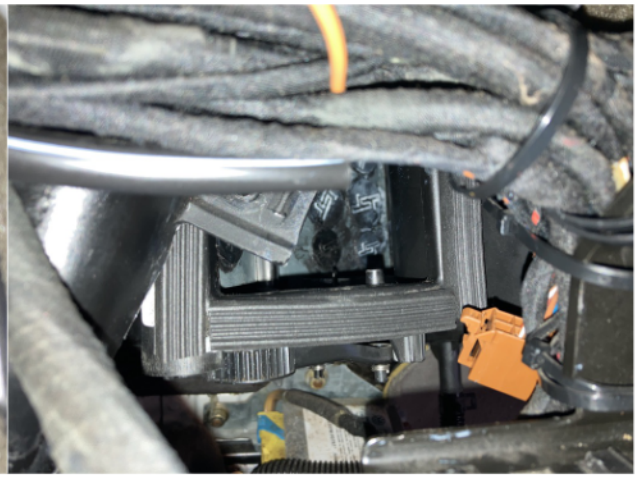
- Practice how you're going to move your hand into the blender box opening and maneuver the plugs into the holes. When you're ready, apply Reinzosil sealant to the edge of each plug, one at a time. Also apply a bit of sealant (or silicone caulk) to your right index finger, and temporarily glue the plug to your finger, so you can get your hand plus plug in there. The back door is the big challenge. You can move the doors by pulling the cables that open the doors.

Your hand goes in here.

Plug temporarily glued to finger.

- Watch out! Don't drop the plugs! They will fall into the blender box and it's unlikely you can just pick them up. If one does fall, try sucking it up with a vacuum cleaner.
- Proceed till you have plugged all 20 holes. Your hand will be damaged. It's not an easy job, and you'll have to prepare and practice to get your hand in there with a plug and not lose it. With your left hand you can push the Center Air Duct out of the way.
- Clean the rim of the blender box opening, removing all remaining foam. Apply new weather stripping to the edge of the opening (4 sides).

The plugs in place, minus one.



Weather stripping applied to the opening.

- Push the Center Air Duct back onto the blender box opening, and re-attach the plastic nuts.
- Put all the consoles and controls back, and finish off with the passenger knee padding.

Good Luck!

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